AetherCon

November 16-18 2012

Online Tabletop RPG Convention Program

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Special thanks to **Mike Williams** from **Bring Your A-Game**
for conducting all of the interviews.

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Turning the Tables on Gaming

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...for their help in facilitating our efforts to bring AetherCon to life.
We couldn't have done it without them.

With the age of the internet role-players have found creative ways to keep the game alive, using cell phones, emails, and more recently Skype, but one group of friends decided to dedicate an entire product to running an online RPG. They came up with Roll20. AetherCon, an entirely online convention, will be using the Roll20 interface November 16-18 for various aspects of the con. Our Mike Williams had a chance to chat with Nolan T. Jones, one of the designers of Roll20.

MW: Has Roll20 been used for any conventions to date, or will Aether-Con be the first fullblown convention to feature it?

NJ: *We've been used "in conjunction" with some. For example, I know Indie+ had at least one demo this past weekend using Roll20. But this is the first time we've seen someone use us as the majority venue or platform for their convention.*

MW: AetherCon offers a chance to test the Roll20 interface to run an entire online convention. What are your thoughts on a totally online RPG convention? How closely have you worked with the AetherCon folks ahead of the show?

NJ: *I think online conventions are a natural extension of our increasingly global world - as a person who helped create a "virtual tabletop," I see the appeal of a "virtual convention." I go to a lot of real world conventions as part of my upcoming work in comic books, and they serve as opportunities to expose myself to new information along with promoting my creations. But I've also gotten the same sort of benefits from gathering via twitter hashtags. It's about how time-and-space effective you can be.*

As far as AetherCon cooperation goes, AetherCon approached us early, and from that point we've mostly focused on continuing to better Roll20 to make the best experience for any occasion. In addition, though, we've promoted and advertised on their behalf, done troubleshooting, and helped them obtain streaming capabilities for the convention.

MW: Roll20 will also be used for the Vendor's Booths during AetherCon. Did you anticipate this type of use when designing Roll20? Do you think Roll20 could be used for even more aspects of an online show, maybe the artists halls, Q&A's with featured guests, etc.

In some ways this is a difficult question, but one I'd like to answer honestly. As far as vendors, artists, Q&As, etc. there are areas where we simply stuck to doing what we're doing best - being a virtual tabletop. And I mean "best" in the broadest sense - we currently are the most used, easiest to operate open-ended online roleplaying platform. There are other technologies that are better use for other elements of the convention, and it's my understanding that AetherCon will be taking advantage of some of those. In addition to this, I think AetherCon is going to prove a learning experience for several members of the RPG community, Roll20 included, as far as what needs to be different about a digital convention versus a physical one. Is it best to organize things by "booths" or "halls" online? I'm not sure yet. But there's a learning curve that even the most established physical conventions encounter and this is a first time event - so I anticipate we're all going to do some learning together and I'm looking forward to seeing what we find out.

MW: Will anyone from Roll20 be taking part in AetherCon? If yes, what games are they looking forward to or signed up for?

NJ: *Absolutely! Obviously the community will be taking part, but the development team and moderators will be helping as hosts when and where it's appropriate. And I'm personally looking forward to watching some tournament games to see how different systems are being played by different groups to see how we can make gameplay easier in the future.*

MW: Anything about AetherCon's use of Roll20 you'd like to add that I failed to ask about?

NJ: *No failures on your part, but I would like to invite your readers to check out AetherCon and to thank Stephen J. Holodinsky for all his work putting together the convention and letting us be a part of it.*

MW: Where did the idea for Roll20 originally come from? How long has it been in development?

NJ: *We (Riley Dutton, Richard Zayas, and myself) wanted to start playing table top games again, but we were spread across the country and none of the options that currently existed were working for us. So we decided to tackle it ourselves from the mindset of keeping it simple and trying to mimic a blank table as much as possible. We started development in February of 2012, the Kickstarter in April, open beta in June, and we just went live September 17th.*

MW: For those unfamiliar with Roll20, can you give us a capsule about what it does, who can use it, what RPGs it is compatible with, etc?

NJ: *Roll20 is a virtual tabletop, meant to help you gather your friends around a table. Our aim is to be compatible with a broad range of games-- not just RPGs-- that you would play on your dining room table. That said, because our approach is so open, some systems do require work to bring the various game elements together.*

MW: Tell us about some of the features available in Roll20.

Video/voice chat, dice rolling, card decks, fog-of-war, a jukebox, and more. We are constantly refining features to make the system more intuitive for users.

MW: Tell us about the process of going from concept, to actual design, Kickstarter, going live. What types of problems did you have to overcome?

NJ: *We've been very, very lucky so far. Focusing on the concept being more like a table and less like a video game has guided our design since the very beginning. Our Kickstarter, a rousing success-- we had the $5,000 we asked for in two days, and reached over $39,000 before we were done just over two weeks later. Most of our problems have been the best sort of problems-- requests for access during the closed beta, tons of users to respond to, etc. We did have some server hiccups in the beta (in part because our hosting service is also a beta product), but they worked really hard to stabilize the system and it's paid off.*

MW: Roll20 is free. How are you able to offer such an interesting product free of charge? Do you have levels of support that enhance the product that have costs attached, such as upgrades, etc?

NJ: *The Kickstarter certainly didn't hurt. :) But, that said, it's taken a lot of will to keep the project moving at this speed.*

Roll20 is currently in a place where the hosting is taken care of for the immediate future, so our goal now is to help expand that future. A large part of that expansion is premium subscriptions. While the basic system is free, we have upgrades for storage space, looking for group postings, getting to try features in advance of the public, and special access to the development team in place to make supporting us something worthwhile. In order for us to keep putting in the time to better this system, we will need support in the future-- which is something we're taking seriously as we work on more and more ways to reward paying users beyond the already popular basic program.

For more information on subscribing to Roll20, please check out the supporter page: https://app.roll20. net/account/supporter If two percent of our total users each month were subscribed to the premium features of Roll20, we'd be in amazing shape to keep up our development pace and continue expanding— it's just a matter of players seeing the value in contributing!

MW: Computer RPG players have been able to play together from great distances for years now, but Roll20 is the first legitimate, fully developed platform for traditional role players. How do you think Roll20 will affect table top gaming?

NJ: *So far the effect is twofold. First, we're constantly hearing back from split parties about how Roll20 has reunited them, which is helping these hobbies live on with those who already love them. Second, we're starting to see more and more users who are new to tabletop gaming getting their first experiences via our system, hopefully paving the way for the future.*

I'd also add that we're trying to find more ways to introduce and foster independently developed games via our Marketplace-- while we love a lot of the more popular, licensed games that exist currently, we know that some of the best games have yet to find their audience.

MW: Some table top RPG gamers have been able to use technological tools such as email, Skype, fax machines, etc. to keep their games alive even though great distances separated the players. Roll20 seems like a natural progression from that. Have the people behind Roll20 used some of these other methods to play RPGs despite not living in the same city, or state, or country?

NJ: *I don't think any of the developers have ever faxed our initiative checks across the country, but there was a time when we were sitting in Ventrillo using various screen sharing methods trying to figure out a way to play. Within our FANTASTIC moderation group and the community at large (especially those who helped us in the beta by giving feedback via the message boards and surveys) we have heard nearly every sort of solution possible to the distance problem. I think where we've been fortunate is that we picked the right programming languages to make our system easier to use.*

MW: Is there anything about Roll20, the development team, or the creative process you'd like to talk about that we didn't ask about?

NJ: *I feel really lucky being one of the co-founders of Roll20 - the experience has been loads of fun. We really only wish we had more time to actually PLAY GAMES! That said, if you're reading this, go find a game (if you don't already have a party, check out our "looking for group" section: http://app.roll20.net/lfg/ search) and play some for us!*

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Chronicles of the Void

Clockwork Gnome Publishing's Allen Taileson chatted with Mike Williams last month building up to AetherCon. He talked about Sailing the Starlit Sea, Campaign Cogs, and writing supplements for Pathfinder.

MW: Tell us a little about Clockwork Gnome Publishing. When did the company launch? Why did you decide to join the RPG publishing industry?

AT: *Clockwork Gnome Publishing grew out of a blog I ran called the Workshop of the Clockwork Gnome. I have been a gamer for over 25 years and being involved with the industry is something I have always wanted to do.*

MW: Campaign Cogs caught my eye while perusing your web site. Tell readers about this supplement.

AT: *Campaign Cogs are tightly focused supplements designed to be easily dropped into any campaign. They cover a range of topics, though there are a number of specific sub-titles that currently comprise the line.*

The Virtuous and the Vile - *Focused on gods and their religions.*

The Rogues Gallery - *Deals with organizations and how they can be the focal point for a campaign.*

Finwicket's Chronicles - *Short bestiaries coupled with easily adapted setting information.*

As time goes on, we plan to introduce two sub-lines that focus on player options and resources on how to incorporate specific events (war, plague, natural disasters) into a setting and how to make them a compelling focus of a campaign.

MW: Your products are in support of Pathfinder. Is that your RPG choice? Is it easy working with Paizo's open license?

AT: *The Pathfinder Roleplaying Game is my game of choice, though I am a huge of fan of many other games.*

It was the ease of working with Paizo's Compatibility License that served as one of the reasons I decided to support the Pathfinder Roleplaying Game. The license is straightforward and considerate of third party publishers. And Paizo shows remarkable support for those who publish under their license. I was always impressed by the company's customer service, but I they have earned substantial respect from me based on how their approach to the license.

MW: In your opinion, what is it about Pathfinder that makes it the hot property right now?

AT: *I think, more than anything, it comes down to how Paizo treats customers. They are known for their phenomenal customer service and willingness to speak directly to their fans.*

MW: What's coming up in the immediate future for Clockwork Gnome Publishing? When do you think you're next product will be ready for publication?

AT: *The biggest project right now is Sailing the Starlit Sea. This massive book will provide guidelines for*

magical star travel set within an easily adapted setting. Sailing the Starlit Sea takes all of the fantasy races, classes, and other game mechanics from the Pathfinder Roleplaying Game and places them in a space environment. The mundane technology remains Medieval, but through the use of magical technology developed by an ancient race, adventurers have taken to the stars. The project started off as an homage to similar settings that came before, but it has really grown into a creature all its own.

MW: Let's talk about Adventure Works now. Can you describe a typical module from this product line? How easy is it to weave together these smaller stories into a campaign setting?

AT: *The first installment in this line will be a short adventure path designed for those just starting to learn the Pathfinder Roleplaying Game. Known as the Trail of the Apprentice, the series will take a party of adventurers from first to fifth level.*

A more typical adventure in the line will generally be self-contained, perhaps with the occasional sequel or short series sneaking in from time to time. Some will be site-based, exploration or sandbox style adventures while others will be more story-focused or investigative in nature.

While all Clockwork Gnome Publishing books are loosely connected by an assumed setting, adaptability is a huge goal. GMs should be able to take one of our adventures and easily alter it to fit their setting of choice. Though the adventures are self-contained, they will be easy to weave together into a larger campaign. Some links might be explicit (involving the same location, cities, NPCs, etc.) while others might require some additional GM development.

MW: Are your products generated in-house, or do you accept submissions or work on contract basis with writers, artists, designers, etc.

AT: *Some of our work is in-house, but CGP works more often with freelancers. We work on a contract basis with artists, writers, and editors. While we have our schedule set for the next few months, we are also open to pitches from potential freelancers of all kinds. A lot of what is currently in the works for the future have their origins in pitches given to me by freelance writers.*

MW: Is there any other product, or aspect of Clockwork Gnome Publishing you'd like to mention?

AT: *They are a few things I would like to mention concerning future projects. While these books are still in the early planning stages, and likely will not see release for many months, I am pretty excited about what we have in store. First up we have Texarcana, which is set in a fantasy version of Texas where magic and monsters mix it up with cowboys and gunslingers. Then we have The Realms of Faerie, a massive expansion the ideas first presented in our previous release, Along the Faerie Path. We are hoping this one develops into a full product line of its own. In our Campaign Cogs line we are looking to release a massive addition to the Finwicket's Chronicles series called the Swarmnomicon. Designed by Mike Welham (Paizo RPGSuperstar 2012) this book provides forty swarms for the Pathfinder Roleplaying Game. Finally, we have begun discussing development on a planar book. This would be comparable to Sailing the Starlit Sea in size and provide a crux that allows a GM to incorporate all of her favorite cosmologies from other books into one setting. However, the planar book is still in the very early planning stages.*

AetherCon is fast approaching and Mike Williams had an opportunity to speak with Oliver Shead of Immersion Studios about the Pen and Paper RPG and other aspects of the company.

MW: Immersion Studios, according to its Facebook page, is currently in its formative stages. How far along has the company come since its launch, and when was that?

Oliver Shead: *Immersion Studios really got started in 2011, though there was some formative work done through 2010 which really coalesced the idea of what we were going for.*

We've come quite a long way since then, with the rules system becoming quite highly developed, and most of the bugs ironed out. We're really pleased with the way it's progressed so far! At the moment we're up to the Beta test stage, where we need more play testing done. This should ensure that it is everything players want it to be.

MW: One project mentioned on the Facebook page is the Pen and Paper RPG line. Can you give readers a glimpse at that?

OS: *Absolutely! That's what we're wanting to showcase at AetherCon with a number of demos. This will be displaying several of our settings (Steampunk, Apocalyptic Sci-Fi, Fantasy, Zombie Apocalypse).*

MW: You promoted the Pen and Paper line as being poised to "revolutionize genres." Can you tell us how?

OS: *Our vision for the Pen and Paper RPG line is that it should give the most vivid, intense gaming experience that anyone has ever played. As such not only do we feel the gaming system itself gives a sense of reality and intensity, but that the settings we are developing deliver this as well. All of them, no matter if they are classical fantasy with elves and orcs, or hard-core sci-fi, feel distinctly real.*

MW: Tell us about the Immersion RPG? Is this a bare bones RPG system, an entire new world setting, or somewhere in between?

OS: *Immersion Universal RPG is in itself a Universal Rules System, allowing it to be easily converted to any setting.*

It's a totally classless, block-built system with complete flexibility. Players can make their characters however they like. Just as no one real person could ever be listed as something so simple as a "soldier," "carpenter," or "politician," with a specific skill set, characters can't truly be represented that way either.

Then we have the settings, which I have mentioned above. There are several of them, but the one we are most focusing on at the moment is our Fantasy setting called "Myths of Khoralla."

This is a full world of real and deadly politics, war, intrigue and ancient mysteries. Just like any real world, it is too large to explain in a few sentences!

MW: Do you recall your first role-playing game experience? What system was it, and how did the adventure go?

OS: *I sure do. It was AD&D, played with a bunch of friends who, like me, had never played an RPG before. The DM was really experienced though. There were three of us on the "evil" side, and three others*

on the "good" side. It's got to be one of the most fun games I've ever played – nothing beats the intrigue of trying to work out what the others were up to!

Ironically, we all died in the end. Not much you can do when the entire castle caves in on you!

MW: What moved you to launch Immersion Studios and enter this gaming industry?

OS: *I had played a lot of RPG's over the years, and whilst I really enjoyed their settings, I often found the rules systems didn't satisfy me. I made up lots of house rules; sometimes even altering the whole game system. Sometimes I would create whole new settings using existing rules systems.*

I eventually found myself wondering what my ideal rules system would be. What would properly combine reality and heroism, so that an impromptu weapon like a pencil could become dangerous – but at the same time heroes really could be heroes.

And as most people will find, keeping all that to yourself really isn't much fun. It's far better to share!

MW: Do you have any partners, employees, etc., or are you going this alone?

OS: *There are several play testers who have been working closely with me for the last couple of years. So in that way it's a group effort.*

MW: What products are available from Immersion Studios? What is coming up in the near future?

OS: *At the moment we have no products for sale. However, our rules system is ready for Beta testing by a larger group of people. We're hoping to get a few testers from AetherCon!*

After that, the Core Rulebook will be released, hopefully within the next few months. And if all goes well, it will be closely followed by our Myths of Khoralla setting.

MW: When able, I like to close with an open-ended question. Is there anything I didn't ask you about that you'd like to address?

OS: *Can't think of anything off hand. Thank you for the questions!*

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Ophelia's Shop of Roleplay Specialties

With AetherCon nearly here, our Mike Williams had a chance to talk with Venus De Coy of Ophelia's Roleplaying Specialities and ask her a few questions about the unique supplements she designs for RPGs, such as Pathfinder. She purports to create modules that are "not your traditional dungeon crawl adventures."

MW: Your site specializes in roleplaying adventures that are "not your traditional dungeon crawl adventures." Would you care to elaborate?

VDC: *I have been a gamer all of my life. I originally began as a video and computer gamer and in the last five years, I moved into tabletop gaming. As I got into RPG's it was incredibly awesome to develop a character from beginning to end of my own design. But I noticed, that a lot of the adventures that I would sit and attend, were digs for treasure and doing nothing but spending loads of time underground and fighting. But we never were in any awesome situations that required a player to have to speak at great length about the character's ideas and philosophies. So those of us who love to character development and could do away with the rulebooks got stuck having to sit with players who hate character development and are only in it for the combat and treasure. So I wanted to create adventures where players who love to role play and develop characters in a way that doesn't always involve having to be underground or in an ruined temple.As I began my quest, there have been others who feel the same as I and now they are working on adventures of their own to share with us.*

MW: How long has the company and web site been up and running?

VDC: *I began the company in March of 2012. I had a group of partners at the time, although we decided to go our separate ways in August, I decided to move forward and go on my own and do something different. Along the way, I met a few others, Susan and James, and we have had a whole bunch of good times since.*

MW: You do not have any published adventures yet, but you do have one near completion: The Caravan of Watched Enlightenment? Would you care to share some of the details about that particular supplement? When do you expect it to be available?

VDC: *The Caravan of Watched Enlightenment is actually completed. But, we had some issues with Paizo Publishing (the owners of the Pathfinder Compatibility License) which stated that we are not allowed to use GameMastery Maps in the final edition, which means we are now going back and having to redo all of our maps in order publish under the license. Pending the turnaround time on the maps, we intend to release in January 2013; but it will come with a whole bunch of extended free goodies, including Hero Lab files of the NPCs and other things to help GMs expand on the story.*

MW: It is a Pathfinder supplement. Is that your RPG of choice?

VDC: *Personally, it's my D20 game of choice. But I am open to quite a lot of other RPGs as well. I am a fan of Fiasco, Call of Cthulhu and Castles and Crusades, and other RPGs due to the variety of character development that is available thanks to supplemental material and great third party support of adventures. I think any system that supports third party groups is definitely a system that is in it for the long haul. They understand the concept of letting the players expand on their ideas and create more adventures of their own.*

MW: Your adventures A Night to Remember and The Trouble with Aasimars will be play tested during AetherCon. Was that a deliberate choice to help promote the company?

VDC: *Well, I think all companies that have adventures to share with others will always be utilizing every opportunity to share what they have, whether, that be online conventions or real ones. Now deliberately choosing to become a vendor and a bigger part of the convention, no that wasn't our original plan. But we are glad to take up the opportunity that was provided by AetherCon to not only meet other game companies and connections, but other gamers from all over the world. Both A Night To Remember and The Trouble with Aasimars are already completed and have completed initial play testing with our own personal group. So they are now just ready and waiting for the convention!*

Originally, we were just planning to run adventures to promote the adventures alone. We already planned on just running the adventures at the convention and releasing them on Black Friday, the week after the adventure as a special sale, but the convention was kind enough to extend us an opportunity to promote not only these two adventures, but a few other adventures of different systems that we are working with at the convention, such as An English Night To Remember, which will be available for sale at the convention, as well as City By The Bay, which is releasing in December. Both of those adventures are from the Fiasco RPG System, and we wouldn't get the opportunity to run multiple system games anywhere else.

MW: A Night to Remember is billed as a romantic comedy. Can you tell us a bit about the premise? To me, at least, that's an intriguing set up, and, as you say, "not your traditional dungeon crawl adventure."

VDC: *A Night To Remember was inspired by William Shakespeare's Merchant of Venice. But we've added quite a few new elements that take Shakespeare's characters to a new form. We do not utilize any actual characters from the play, with the exception of Princess Nerissa. If you've read the play, you'll know she's not a princess at all.*

The players are hired each by one of the many suitors who wish to marry Princess Nerissa. Each suitor has a chance to win the Princess's heart through the player's actions (or lack of actions) during the adventure. Each player will have an opportunity to make their cases on their master's behalf and then will all be required to take on a final challenge with the family's patriarch guardian. Will one of the players win the Princess' hand? Well that, will depend on what happens now won't it?

MW: Will your products be PDFs or will there be physical copies of the supplements available?

VDC: *At this time, we have decided to utilize PDF formats for our games primarily. Since we are a small company, and we do not have a lot of heavy artwork and maps, our PDFs will be relatively cheap to print physically. We do have plans to eventually expand to print in 2013.*

Michale Varhola spoke with our Mike Williams about his company, Skirmisher Publishing, as well as his company's best-selling products and blogging leading up to this month's AetherCon. The Skirmisher site features 10 blogs, focusing on numerous aspects of gaming.

MW: Tell us about Skirmisher Publishing. After visiting your site, I noticed you have a number of downloads available for a wide array of RPGs. Does the company focus on supplemental material and OGL products?

Michael O. Varhola: *Skirmisher got its start in 2002 publishing sourcebooks compatible with the d20 role-playing game system. For a while, we published one large book a year, Experts in 2002, Warriors in 2003, and Tests of Skill in 2004, all as print publications. After that, we sort of hit our stride and starting producing game publications at an average rate of about one a month. We also produced a number of self-standing games, including the Cthulhu Live 3rd Edition LARP and several sets of miniatures rules. Today, we have more than 100 publications, some available in print, some in PDF, and some in both; two lines of miniatures, our pre-painted resin "Orcs of the Triple Death" and our "Quactica" line of white-metal anthropomorphic ducks, pigs, and dogs; and the d-Infinity multi-platform, multi-publisher game supplement.*

MW: The products I previewed while working on these questions are all downloads. What is your impression of the wave of pdf products in gaming? Obviously, it's allowing companies to produce material at a reduced cost, but do you think it's helped flood an already thin market?

MV: *Skirmisher was actually late to the PDF market and we have only been selling publications in that format for the past five years. Part of the reason is that our company was founded by old-school gamers who wanted to be able to hold in their hands nice-looking books. We did see a number of PDF vendors exhibiting at conventions in our early days, and they were displaying these butt-ugly binders filled with print outs of their publications; we didn't know what it was all about but were sure we didn't want to be part of it. Since then, however, we have entered the PDF market in a big way. But yes, as you note, it is a super-saturated market, and it takes a lot of effort to get out the word about new releases in a way that makes them stand out from the crowd.*

MW: What are Skirmisher Publishing's best-selling products?

MV: *The ones that are available in hardcopy! Our business model these days is to release everything in PDF format, and to then print and move into retail distribution the publications that sell best as electronic downloads. Of the PDFs we have available through DriveThruRPG, about 40 percent of them are Copper or Silver Best Sellers. These include Cthulhu Live and its various scenarios and supplements, our universal sourcebook City Builder: A Guide to Designing Communities, the three volumes of our new Castle Builder series, and our d20/OGL books Edgar Rice Burroughs' Mars: Shadows of a Dying World, Experts v.3.5, The Noble Wild, and Nuisances: Director's Cut. A list of all our best-selling publications appear on the Skirmisher website, at http://skirmisher.com/node/420*

MW: Skirmisher Publishing isn't just a web site, but is an active blog as well. What do you get out of blogging? What have been some of your more popular posts?

MV: *Skirmisher's web site has 10 blogs associated with it, all of them run by our various authors and contributors. Many of them contain supplemental material tying in with the authors' publications, Richard T. Balsley's is devoted to some pretty sophisticated essays on game theory, and my own tends to be fairly broad and to talk about what the company is doing and our take on the industry overall. Between the blogs and the Forum, the Skirmisher site has got a vast amount of game content on it and the*

perspectives of some of the smartest and most talented people working in independent game publishing today. So, the blogs and site overall serve as a way both to support and promote our

product line. One of the most popular blogs at the moment is also the newest, "Healers & Plaguebringers," and it is written by Eric Lis, M.D., author of our new Insults & Injuries: A Role-Playing Game Sourcebook for Medical Maladies.

MW: How much time and effort is dedicated to running an active web site such as Skirmisher Publishing?

MV: *It is a continuous thing. Entropy sets in pretty quickly and things need to be fixed or reset, and Russian pornographers and Chinese shoe manufacturers would choke out the site overnight if we did not constantly stay vigilant for them. Beyond that, we try get new content up on the site just about every day, and like to interact with and respond to comments from our fans and readers. Our webmaster Brendan Cass, however, is absolutely top notch, and anyone who visits the site can see that he has designed and maintains it to the highest possible standards.*

MW: You have a link to DriveThruRPG on your site. Are your products also available through DriveThruRPG?

MV: *We actually have more available through DriveThruRPG than we do anywhere else and do a better job getting our stuff uploaded there than we do to our own site. Everything we have currently got available as a download, including discounted bundles, can be found on the Skirmisher Publishing Page on DriveThruRPG, at http://rpg.drivethrustuff.com/index.php?manufacturers_id=2132&affiliate_id=79547*

MW: Is there anything about the web site, your products, or company you'd like to add that I didn't ask you about?

MV: *Several years ago, a reader described Skirmisher's product line as being "earnest and useful," and I have kept those words in mind since then. Our products are not as flashy as those of some other companies, and they don't tend to include a lot of silly and improbable crap or made-up words. Our books are well-written, well-researched, well-edited, user-friendly, and designed with the idea that they will end up on the bookshelf with a gamer's other core tomes.*

Leading up to AetherCon, our Mike Williams had a chance to interview Steve Chenault of Troll Lord Games and chat about Castles & Crusades, Gary Gygax and much more.

MW: Tell us about Troll Lord Games. How long has the company been in business? What inspired you to create the company?

We started in 1999. We love games and that began it all!

MW: Can you tell us about the setting for your game Castles & Crusades?

The official setting for C&C is Aihrde.

The history is complete with mythos of the gods, their origins and their interactions with all the denizens, great and small, that dwell in Aihrde. Tracing its course through the long Dwarven centuries, to the Goblin-Dwarf wars, the rise of man, the origins of Elves and Halflings, Orcs and Trolls. The history is complete with fresh mythos and new stories.

Set apart from other settings The World of Aihrde is a world freshly reborn. A long millennia of Winter's Dark had ended and the kingdoms that rise from its ashes are yours for the taking, to form and shape as fits your campaign and gaming style. Aihrde is truly a world designed for the gamer who strives to make their own mark at the table.

Aihrde is a world complete with legendary myth is surrounding the gods, and those who pass within their shadows. And though the whole world is carefully mapped, the material focuses upon the Lands of Ursal where the greatest kingdoms vie for power. Here are carefully outline realms and territories; careful attention is given to their government, present leaders, economic strengths and all tied to its place in the tapestry of the world. A unique approach is given the CK and players as each country comes with its own mythos and tales, enough fodder to give any imaginative gamer a head start on spinning their own yarns.

The world is fresh and open for creative play. The setting is easy to tailor to almost any style, genre, or type of game.

Its history sets Aihrde apart. Its depth and its coherent interaction with its mythos gives Aihrde the advantage over many other settings.

MW: Your Facebook page boasts more than 12,000 copies of Castles & Crusades sold. That's a very respectable following. How many supplements have been produced for Castles & Crusades?

Well over a hundred and more coming!

MW: Your list of products includes Siege Games, an attribute-drive engine for quick combat resolution in the Castles & Crusades line. Can you tell us about the basic mechanics involved?

The basics of Siege lie in the d20 and the primary and secondary attributes. All non-combat actions are resolved through rolling an attribute check; the base chance to succeed is either 12 (for primary attributes) or 18 (for secondary); the CK adds a challenge level to that and that gives you your target. It's Siege. It's very easy.

MW: How about the Ring of Brass line? What can you tell readers about Ring of Brass?

Rings of Brass is the same thing as Aihrde above. All things in the Aihrde universe.

MW: When I learned you were involved with AetherCon and running a vendor's table I was also informed your company has a new module, Giants Wrath, that it would like to promote. Is that for the Castles & Crusades line? What else can you tell us about that product?

It is for the C&C Line. This adventure is about the terrible raiding that the Sea Giants are doing to the coastal

villages in the Mortal world and the sinister plans of their leader, a human wizard called the Stormgazer. In the progress of these adventures, the characters must make their way across the seas to the Otherworld to confront the wizard and his Giants and put an end to the terror.

This story deals with many strands of Celtic mythology, both Irish and Welsh, and places them in the context of a fantasy setting that is easily integrated into Castle & Crusades' Aihrde. This series of adventures places the characters into a tough and brutal story where there is little subtlety once the blood begins to flow.

This module is designed for 3-4 characters at 3rd-8th level or higher, with predominantly warriors and those capable of sustaining themselves in combat against epic odds.

MW: On your web site you have some nice tributes to Gary Gygax. Can you describe your relationship with Gary? How did you meet?

We met Gary in 2000 and began working with him almost immediately. By 2001 TLG was his primary publisher. We released dozens of titles including the wildly popular Gygaxian Fantasy World series and Castle Zagyg. Gary was a pleasure to work. He could be quite demanding and even at times become very angry. But we got along very well and worked well together. The great thing about Gary, aside from the limitless depth of creative gaming material stored away in his head, was his ability to separate work and pleasure. He and I could argue and in the next breath be laughing about politics or history. He was a singularly wonderful fellow to work with.

MW: Let's switch gears a bit and talk about Crusader Magazine. Is that an official publication of Troll Lord Games?

Yes, but it's not really our focus. It's a house pub these days as the magazine market has not survived the new age.

MW: Do you recall your earliest experience with an RPG? What system were you playing? Do you recall the module? Were you immediately hooked, or did it take a few games to get you interested?

I started in Advanced Dungeons and Dragons back in 76-77 time frame. My brother ran some made up adventure. I don't really remember what it was, but I believe my first character's name was Tarzan. :) I ended up with a vorporal sword and at some point killed a T-rex. How awesome is that when you're nine or 10 years old. I was hooked.

MW: Anything you'd like to add that I failed to ask you about?

Nah, we are pretty open over at TLG so come on by and visit us on the boards, Facebook, Twitter and the blog. All the usual suspects!

Mike Williams interviewed James Dawsey of Vigilance Press for the AetherCon program. They spoke about Black Chapter, debuting at AetherCon, and the Vigilance RPG, among other topics.

MW: What can you tell us about Vigilance Press?

James Dawsey: *Vigilance Press is my publishing company, focused on Role-Playing Games and supplements. We plan to do more in the near future, though, so stay tuned!*

MW: How long has it been operating?

JD: *The company has been around for about 10 years now, and I've been the owner since about September 2011.*

MW: You're presenting Black Chapter at AetherCon. What can you tell us about Black Chapter? Is this a supplement to another system, a game in its own setting?

JD: *Black Chapter is the long-awaited "Sequel" to one of our best-received Mutants and Masterminds supplements, The Oktobermen. It's a setting element suitable for any campaign that needs a mystical organization to drop in. You get a detailed history for the Library, a mystical group of guardians who monitor beings and artifacts they consider dangerous, as well as a team of agents for the Library who are likely to come into conflict with your heroes from time to time, the "Black Chapter" of the title. Black Chapter is kind of like the DC Comics team "Suicide Squad" with a mystic motif.*

Black Chapter will be initially released for Mutants and Masterminds, but will likely be released for ICONS sometime early next year. Black Chapter is written by Jack Norris.

MW: You're also previewing Six Guns. What can you share about that game?

JD: *Six Gun (singular) is a team of Cybernetic super-villain mercenaries. The supplement will be released for Mutants and Masterminds Third Edition as well. Six Gun is written by Rick Jones, and will be released shortly after AetherCon if production proceeds according to plan. The team and their support personnel will be detailed in the product, along with their high-tech insertion vehicle. You'll also learn a bit about the insidious corporation behind them, Orion Private Security.*

MW: While checking out the Vigilance web site I noticed you did some of the art yourself. Your work is quite good. Do you have artistic training, or does this come naturally to you?

JD: *Thank you! I would say the compulsion to do art is my strongest talent. Everything else is learned from hard work and persistence. I've spent the past 17 years or so wandering from one convention's Artist Alley to another, so I'm very much familiar with creating character illustrations… but the best part of that experience was meeting all the other artists who are even better at it than I am! Being part of the art community and having an artistic eye is one reason why Chuck asked me to take over Vigilance, because one of my top priorities was improving the visual presentation of all our product lines… to make things look more "Professional" to consumers.*

MW: Talk about the product that the company is named for, the Vigilance RPG. Is it still supported?

JD: *The Vigilance RPG was the d20 RPG that Chuck created Vigilance in order to publish. Since then, other Superhero themed games have taken prominence, and we've turned to supporting them. Right now, the d20 RPG market looks fairly well-stocked with options, and since it isn't as vibrant a marketplace as it was eight years ago, I don't think a new d20 version of Vigilance is likely. That isn't to say we might not revisit an original Superhero game in the near future, but nothing we're talking about right now. Emphasis on "right now."*

MW: What else does Vigilance currently support? The Gallery page has a number of interesting entries.

JD: *Right now we support Mutants and Masterminds third edition (as well as the previous editions with older*

supplements) and ICONS as our main focus. We also have OSRIC for old-school gaming fans, and the ongoing Mutant Future line which is great for anyone who loves old Gamma World stuff. We have a new Mutant Future project coming up in the next few months which will also have a novel tie-in, and I'm very excited about that! Darrin Drader wrote both the novel and the supplement. The supplement covers the Pacific Northwest of our setting (which debuted with "Nuclear Sunset: The Southwest"). Frog mutants and crazy samurai characters, how can you go wrong?

MW: Let's switch gears and talk about your podcast? How long have you been doing the podcast? Has this helped Vigilance Press reach a broader audience? What have been some of your favorite cast so far?

JD: *The Podcast was my first introduction to so many people in the RPG industry, I can't imagine Vigilance press without it! I first appeared as a guest in 2010, running demo sessions of the then-new DC Adventures RPG, which was the first iteration of the Third Edition of Mutants and Masterminds. The podcasts were such a hit, as people were thirsty for any glimpse of the system in action, that Mike Lafferty asked me to keep coming back. After a while, I was co-hosting when Dan Houser couldn't be there, and this gave me the chance to meet and get to know people like Jon Leitheusser, line developer for Mutants and Masterminds, as well as designer Steve Kenson and other cool folks in gaming and comics. The podcast gives us a chance to talk to the consumers, give them a personalized look into upcoming projects and keep them up to date with our progress on things. It also gives us a chance to meet new and old members of the game publishing community and introduce them to our listeners.*

As for my favorite episode, it's hard to choose, but I had a total geek-out moment when I was able to get Jeff Dee, one of my original art heroes, on the show. We had some technical difficulties with the recording, but getting to talk to him about his time with original D&D, Villains and Vigilantes, and his current game publishing projects was just awesome.

MW: With the debut and preview at AetherCon, that gives us a glimpse at what is coming in the future from Vigilance Press. Is there anything else in the prep stages you can talk about?

JD: *Yes! We're currently working through the logistics of several Kickstarter projects we want to put out there. The Kickstarter approach will give us a chance to raise the money to quickly pay for the artwork, writing, and publishing of several exciting ideas that nobody else is putting out right now. First and foremost is the Elements of Ruin book we're developing. When we have more art for that to show, we plan to launch a Kickstarter. It'll be a setting book, a villain book, and a campaign book all in one! Elements of Ruin is written by Jack Norris, one of the most energetic and talented people I've ever met, and I'm really excited to get that project underway… it's just taking some time to get the pieces to promote it into place. You can check out our preview chapter for the book at RPGNow for free right now, it's called Elements of Ruin: The Challengers, and contains a team of eight Power Level 11 heroes for Mutants and Masterminds Third Edition. You can use them as villains if you want, though!*

As for other Kickstarters, you can expect us to dip our toes into some other territories in the coming year… including original game design, fiction, and possibly comic books! We're still working out the details, though.

MW: Is there anything you'd like to speak to that I failed to ask you about?

JD: *I can't think of anything at the moment, but I'm sure our fans will be eager to ask questions we haven't thought to cover. They should stop by the Vigilance Press booth at AetherCon and ask me in person! I'll be there with Tolly Gipson and some other Vigilance Press contributors, demoing games and talking about our future projects. I can't tell all, but I can certainly try to answer any questions they have!*

If you can't catch up with me at AetherCon, feel free to friend me (James Dawsey) on Facebook and watch our twitter feed (@vigilancepress). You can also find the latest info on our blog, and check out our art galleries at www. vigilancepress.com!

Thanks for your time, I'm really excited about AetherCon, the opportunity to meet new people from around the world is fantastic!

Sponsors
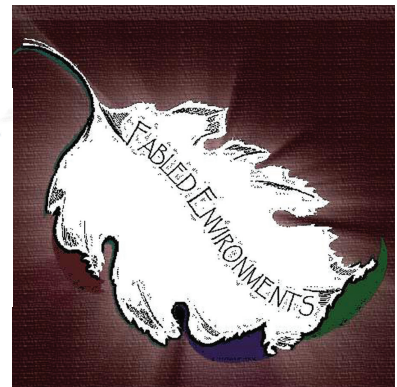
Steve Willetts of Polyhedron Games spoke with our Mike Williams about Ertain Chronicles, the Keep It Simple System and more in preparation for the upcoming AetherCon.

MW: Visiting your site, it looks like Polyhedron Games has a lot going on, selling gaming tokens, creating original products, etc. What is the primary focus of Polyhedron Games?

Steve Willett: *It's a publishing company dedicated to producing original material for role-playing games with a focus on old-school elements.*

MW: The site says your first printed product, the Ertain Chronicles, will be available at the end of November. What can you tell us about that project? Is it a campaign world that uses another role-playing system, or is it its own RPG?

SW: *The first printed product is Beldany: The Fey Kingdom the first gazetteer in the Ertian Chronicles which is an RPG setting. Ert is not system specific. Beldany details the elven kingdom on the continent of Ropa. It's a 10 page soft cover book, including pertinent details concerning Narilio (Beldany) along with color maps of the kingdom and its capital, Gressa.*

MW: How about the "Critter Catalogue?"

SW: *The Critter Catalogue is a collection of 20 creatures unique to Ert, including several sub-species of orcs, crystal dragons, goblyenas, vivesepulturans, gluttondillos, retch birds and other fell creatures.*

MW: Another item on your Home page caught my attention, the Keep It Simple System? What can you tell readers about that product?

SW: *KISS: Keep It Simple System™ utilizes 7d6 for all activity resolution with results determined by the Pendulum Mechanic™, in which dice results are compared to the imaginary arc of a pendulum swung from an apex position, yielding a number range from 0 to 6, or from the null position, yielding a range from -3 through +3. KISS™ can be used for nearly any genre of role-playing, covering everything from magic to technology, naval combat, siege warfare and mass combat. It's a small booklet that can be tucked into a back pocket, along with a spell list and a monster list and with a handful of six-siders one run a complete role-playing adventure.*

MW: From the looks of the site and the accompanying blogs you have played a number of RPGs. Can you tell us what it is about RPGs that attracted you?

SW: *Role-playing is a penultimate vehicle for imagination. It's a stress-reliever (though it can be stressful in creation) in that instead of kicking the dog or slapping your wife, you can cave in an orc's head! It's the fantastic come to life.*

MW: What is your favorite system? How about campaign world?

SW: *My first love is AD&D first edition; however, other systems have a lot to offer. HackMaster is a favorite, but I love many systems, even if I've never had the opportunity to run or play them. My favorite campaign world is Ert. Others I enjoy immensely are Greyhawk, Kalamar and Khass (Arduin).*

MW: I like to end with an open question when I can, just in case I left something important out. Is there anything about your company, web site, products, you'd like to mention that I didn't ask you about?

SW: *It's a company that's on pretty shaky legs and it's a bit of an albatross with just one broken down old man, a cartographer and some friends contributing to keep it afloat. I'm canvassing for talent all the time, but trying to get my core staff in place has been the toughest because I'm asking for a small investment from each to share in the profits.*

AetherCon's Mike Williams had a chance to speak with Imperfekt Gammes' Josh Kubli about the Invulnerable RPG, Broken Symmetry (will which be featured during the con) and much more.

MW: I have to ask about the intentional misspellings throughout the web site. Is that part of the marketing with the Imperfekt name of the company?

JK: *The name is intentional. The name of the company is "Imperfekt Gammes." Part of it is a joke at my own expense; although hardly perfect, I can be a bit of a spelling Nazi.*

MW: Tell us about the company, when it was founded, just whatever you feel comfortable sharing with readers.

JK: *I usually date Imperfekt Gammes from the first publication of Invulnerable on DriveThruRPG, in May 2011. Invulnerable germinated for a long time, but I suppose its final form was about two years in the works.*

Imperfekt Gammes is comprised primarily of myself, Joshua Kubli. I have several invaluable assistant plotters and schemers, including my lovely and brilliant wife Kevin-Lynn, Joseph Piatt, and the Keith Schneider. I've also had the good fortune to work with some fantastic artists, like Jason Rainville, Bradley McDevitt, Elijah Brubaker and Stewart Thomas.

MW: First of all, tell us about the Invulnerable RPG?

JK: *Invulnerable is a medium-crunch point-based super hero game, that's nonetheless math light. Combat is relatively realistic and gritty at low levels, but accomodates all level of heroes, from minor heroes who might struggle to stop a bank robbery, to cosmic heroes who can fly faster than light and juggle cement trucks. The system encourages versatile powers without sacrificing power; your hero can do all kinds of awesome tricks with their powers, reliably, without spending resources or making rolls to do so.*

MW: Is the system simply a mechanics-based game, or is there a fully developed game world involved with Invulnerable?

JK: *There is a fully-formed campaign world attached to Invulnerable, called Earth-Omega, that is completely optional. The Focuses for the Team Training Talent all relate to specific teams in the campaign world that your hero may have adventured with in the past, and that's the one inseparable tie-in. The built-in setting pays homage to every era and every sub-genre of comics.*

MW: Is the Cosmology system at the core of all of your rpgs?

JK: *The Cosmology RPG Engine is at the heart of several of our games, the ones with important, detailed PCs and tactical combat. No game system is perfect for every setting, though. Broken Symmetry takes place in a much grittier universe where, to be quite blunt, the PCs are unimportant, just minor spacers struggling to survive in a vast uncaring universe, and where teamwork is not just important but absolutely crucial, and I decided to develop a different system for that reason.*

MW: You have a free download of Dirge Dark Modern Fantasy. Is this to attract gamers to the Cosmology system?

JK: *Dirge is a complete game with a separate setting in its own right, but it does give folks a chance to*

see what Cosmology is like for free. Dirge has a different, simpler 'Dark Power' system than Invulnerable's super powers, more fitting to a game of mystical conspiracy and horror. Eventually there will be a paid version of Dirge for download and print, with more content and more art.

MW: You have a couple of games in the developmental stages right now, Tales of Glory and Terror and Broken Symmetry. What can you tell us about these two upcoming products?

JK: *Broken Symmetry is closest to completion. Broken Symmetry is a relatively hard sci-fi universe where players take the role of the crew of a starship, and work together to perform missions for their sponsoring faction. Teamwork is absolutely critical in Broken Symmetry; you have no one to rely on but each other. The system is deadly, and uses the "normal" range of gaming dice, from d4s to d20s. To resolve tasks, players must roll one die under their Attribute Level and another die under their Skill Level; if you're an expert with that Skill (if it's one of your Aptitudes), you can swap the dice. This system means that your character is an important part of the crew, and everyone has an important role to play. Ship creation, character creation, and combat are all simple. One optional rule in Broken Symmetry is to break up the role of Mission Control (Game Master) into separate roles, the Envoy (runs social encounters), Planetologist (creates new planets and new species), and the Swordmaster (runs combat encounters). The alien species in Broken Symmetry are strange life forms, not rubber-headed aliens, and the main concessions to genre are the existence of psionics and faster-than-light wormhole drives. The setting is an interstellar hegemony called the Assembly, a peaceful government torn apart within by rival factions and worn to a ragged edge by war with its neighbors.*

Tales of Glory and Terror uses the Cosmology RPG Engine as the basis for a classic fantasy setting. In ToGaT, a mighty empire has just fallen, and the survivors retreated to a distant kingdom, to hide behind stone walls as their civilization burns. The heroes are outcasts, youngest children of nobles, the greedy, and the brave, willing to venture out behind enemy lines and face the enemy to free captives, search for magical treasures, and contact distant allies. Heroes can not only gain fame and power, but maybe restore a lost Empire to its former glory. It's still very much in development.

MW: Which one do you think will be ready for the public first? When?

JK: *I'm hoping to release the final, full-art, fully tested version by the end of the year. Playtest versions of ToGaT and BS can be seen on Scribd.*

Are your products strictly downloads, or are there hardcopies of your games available?

JK: *Invulnerable is available in perfect and case binding through DriveThruRPG.Com, RPGNow.Com, and CreateSpace.*

MW: What are your impressions on the use of pdfs and being able to use a device such as an iPad to run a game? Is that here to stay? Or, do you think there will always be a place for pen and paper RPGs?

JK: *I think that it's good to have a multitude of options. For my own preference, I like to have a physical copy of a system's core rulebook, and usually collect the rest of the supplements for a system in PDF format. There is no drawback to the customer to having a variety of options, and people can choose the reading and gaming option that works best for them.*

MW: Anything you'd care to add that I failed to ask you about?

JK: *Just that this is a great time to be a gamer, and thanks for the opportunity to discuss my games!*

RuneQuest's sixth edition was the primary topic when Mike Williams spoke with Lawrence Whittaker of The Design Mechanism in preparation for Aether-Con.

Mike Williams: The Design Mechanism is a relatively new company, but Lawrence Whitaker and Peter Nash are familiar names in the RPG industry, having produced many RuneQuest and Eternal Champion games and supplements. What prompted the two of you to launch the new imprint?

Lawrence and Peter: We wanted to continue the RuneQuest brand; pure and simple. When Mongoose relinquished the RQ license we knew we had a golden opportunity to work far more closely with a game system we've loved for around 30 years. We also knew we could improve on the work we did on Mongoose's second edition of RQ. A lot of material had to be pruned from our original vision and a new imprint was a chance to produce the game we originally wanted to make.

MW: I'd like to ask each of you the same question. What previous product you've produced is your favorite and why? Lawrence? Peter?

Lawrence Whitaker: *I'm proud of all the work I've done with a couple of exceptions, so choosing one is tough. I'll exclude RQ6 and say that I'm proudest of 'Dara Happa Stirs' and 'Dragonewts' for Mongoose RQ. Both were serious deep-dives into Gloranthan lore, took a lot of research and a lot of work to get right, but I think I nailed it with both books. I'm also very pleased with the edition of Elric produced for Mongoose. This was an attempt to get as close to the novels and saga as possible and I think we did that successfully.*

Peter Nash: *My favourite previous products are BRP Rome and to a lesser extent RQ Vikings, since I have a deep abiding love for history.*

MW: The new company has been up and running since 2011. So far what new items have been produced?

LW & PN: *To date only the RQ6 rules, but we have two books getting ready for release: 'Monster Island' and 'Book of Quests.' Both are scenario and setting focused products and should be out by the end of the year.*

MW: RuneQuest Sixth Edition is on tap. Can you share with readers a few of the new features in Sixth Edition?

LW & PN: *Very tough to do this succinctly. Brand new features are Passions integrated into character creation; an overhaul of certain elements such as Luck Points and Healing; Mysticism is a completely new magic system; and there are countless new tweaks and improvements that can't be summarized easily. But just about every element of RQ6 has something new in there – and often quite subtle.*

MW: The Combat Effects app for Android is a neat idea. More and more we're seeing table top game companies give hand held devices a try, i.e. Steve Jackson's Munchkin and Zombie Dice apps, Cheapass Games has a Button Men app and here is one for RuneQuest. Do you think it's important for table top games to embrace this new technology?

LW & PN: *Of course. Mobile devices are now ubiquitous, and the technology represents a way of doing traditional things differently. I regularly have my laptop open when I run a game, and apps designed to*

assist the GM and players are going to be things we see a lot more of in the future.

MW: Obviously, Sixth Edition gets the immediate attention, but can you share with us a peak at what might be coming down the road The Design Mechanism?

LW & PN: *Next year will see 'Mythic Greece,' 'Mythic Briton,' and two new settings that we'll reveal towards the end of the year. First of these is a fantasy setting and the second is a Science Fantasy license based on a highly acclaimed graphic novel series. Both are exciting additions to the RQ line.*

MW: If someone wanting to break into RPG writing were to approach you and ask for one crucial piece of advice, what would you tell them?

LW & PN: *Don't expect to get rich. You have to want to write for RPGs for love, not to make a living. I'd also urge new writers to listen carefully to advice a publisher might give around the way something needs to be written. There's always a tendency to continue writing in a style that you've developed for your own group – and that isn't necessarily a style that fits a professional product.*

MW: On your web site you mention that a virtual convention is an intriguing concept. What about this idea appeals to you?

LW & PN: *Not having to travel! Cons are great fun, but the travel can be a killer. Also, it will be interesting to see how people interact at a virtual con. Traditional cons have a buzz to them because you have a gathering of like minded people in the same location, but obviously that personal connection won't be possible at a virtual con. I'll be interested to see how people react to the new environment.*

MW: RuneQuest has been popular for more than 30 years. Not many RPGs have that kind of staying power. What do you think is key to RuneQuest's appeal?

LW & PN: *It's a simple, intuitive system that has always been associated with quality supplements written by people who genuinely care for the game. Its flexibility has been demonstrated across many different genres and many different ways. RQ broke down a lot of barriers when it was first released and set the standard for many RPGs that followed: no classes, skills-driven, realistic combat… I think the core concepts of RQ are very difficult to beat.*

To the Victors

The following parties have agreed to provide prize support to AetherCon and as such deserve recognition for their time and efforts in helping to make this event a success.

4 Winds Fantasy	Gaming Battlefield Press	Catalyst Game Lab
Chaosium	Chapter 13 Press	d-Infinity
Green Ronin	Heroic Journey Publishing	Imperfekt Gammes
Pinnacle Entertainment Group	Silver Gryphon Games	Skirmisher Publishing
The Design Mechanism	Third Eye Games	Troll Lord Games
	White Haired Man	

Artists Enclave

We would also like to thank all the artists who joined us this year.

Paul Abrams (USA)	Anton Kagounkin Magdalina (Russia)
Axel E. Alonso Bravo (Mexico)	Chris Malidore (USA)
Andre de Freitas Cardozo (Brazil)	Sam Manley (UK)
Brent Chumley (USA)	Patrick McEvoy (USA)
Jon Gibbons (U.K)	Aaron B. Miller (USA)
Jaana Heiska (Finland)	Cristián Montes (Chile)
Jordy Lakiere (Belgium)	Stanley Morrison (USA)
Ian Llanas (USA)	Will O'Brien (Canada)
Eric Lofgren (Canada)	Kai Ortmann (Germany)

Behind The Curtain

The following people have worked tirelessly during the last 24 months in organizing AetherCon and as such deserve a mention for their time and efforts in this regard.

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Stephen J. Holodinsky	Event Manager,Social Media Outreach
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Kyle Williams	GM Coordinator
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Gene-Allen Valdez	Talking Drums Liaison
Michael Tedford	Guest Research
Kristina Kate Chesney R.I.P (1991-2012)	RPG Community Research
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Watch for the next AetherCon
November 15-17, 2013